HexCrawl Gear

Campsite Items

Occult Scroll — $200

Gear • Occult • Tokens

Gain 1 Scroll Token.

Frontier Outpost Items

Explosives — $600

Gear • Explosives • Tokens

Gain 1 Explosives Token.

Each Explosives Token counts as 5 Side Bag Tokens.

Blacksmith Items

Riding Boots — $500

Gear • Clothing • Boots

UPGRADE SLOTS

Gain +1 Health & +1 Sanity while Traveling.
Gain the Keyword **Traveler**.

Fine Saddle — $1,600

Upgrade • Saddle

REQUIRES

Attach to any **non-Cart Animal Transport**.

Once per encounter, you may add +1 to the result of any one skill die result while Traveling.

Spurs — $800

Upgrade • Boots • Spurs

REQUIRES

Attach to any **Boots**.

Once per day, you may treat any one Hex you Travel through as if it were **Easy terrain**. No effect if any Heroes in the Posse are Traveling on foot.

Limit one pair of Spurs in effect at a time per Hero Posse.

Frontier Town Transportation

Train Ticket — $25

Transport • Rail • Limit Once per Town Stay

Can carry the Hero Posse, and their Transport Items to another Town on the rail line in **1 day** of travel, avoiding any *Wilderness Encounters* on the Overland map.

Train Tickets must be purchased at the beginning of the day before Heroes visit any Town Locations and must be used immediately before any Locations are visited. Separate tickets must be bought for each Hero, and Transport Item that is Traveling.

Steamboat Passage — $35

Transport • River • Limit Once per Town Stay

Can carry the Hero Posse and their Transport Items to any Hex on or adjacent to any point on a River that is adjacent to Town. Travel takes **1 day**, avoiding any *Wilderness Encounters* on the Overland map.

Steamboat Tickets must be purchased at the beginning of the day before Heroes visit any Town Locations and must be used immediately before any Locations are visited. Separate tickets must be bought for each Hero, and Transport Item that is Traveling.

Frontier Outpost - Traveling Gear (*Traveler Heroes Only*)

Local Map — $100

Gear ♦ Map

While Traveling Overland, declare a location. You may **automatically** Move to that location without rolling for *Wilderness Encounters*. Tally up the Travel time that occurs and adjust for Time if need be.

Discard after use.

Fine Horse Shoes — $500

Upgrade ♦ Transport

REQUIRES

Attach to any **Animal Transport**.

While Traveling Overland, you may move across **+1 Easy Terrain** each day (this doesn't count against your Move points). No effect if any Heroes in the Posse are Traveling on foot.

Cavalry Saddle — $2,100

Upgrade ♦ Saddle

REQUIRES

Attach to any **non-Cart Animal Transport**.

You take **-1 Wound** from every source while Traveling.

Endurance Saddle — $1,750

Upgrade ♦ Saddle

REQUIRES

Attach to any **non-Cart Animal Transport**.

Once per day you may Heal **1 Wound** or **Sanity** while Traveling.

Black Leather Riding Boots — $750

Gear ♦ Clothing ♦ Boots

UPGRADE SLOTS

Gain **+2 Health** and **+2 Sanity** while Traveling.

Dark Stone Spurs — $650+4 Dark Stone

Upgrade ♦ Boots ♦ Spurs

REQUIRES

Attach to any **Boots**.

Bonus: You may spend **1 Grit** to gain **D3 extra Move Points** for the Posse each day until you enter a Settlement or Mine. No effect if any Heroes in the Posse are Traveling on foot. *Limit one pair of Spurs in effect at a time per Hero Posse.*

Dowsing Rod — $1,600

Gear

Once per day while Traveling, you may spend **1 Grit** to roll a **D6**. On a roll of 6, you gain **1 Dark Stone**. On a roll of 1, take **D3 Wounds** and the next Hex you Travel through costs **1 extra Move point.**

Horse Whip — $800

Gear

Once per day, you may temporarily gain **+1 Move Point** for Overland Travel. Roll a **D6**, on a roll of '1', your Horse has died from exhaustion (or you lose your Cart). May not be used if any Heroes in the Posse are Traveling on foot.

Pack Saddle — $2,000

Upgrade ♦ Saddle ♦ Container

REQUIRES

Attach to any **non-Cart Animal Transport**.

Your Hero may carry **+2 Weight icons** *or* **Side Bag Tokens** (any combination) while Traveling and in Town. Before entering a Mine, you must declare which items you are not taking if you are above any limits.

Tomb Saddle — $1,600

Upgrade ♦ Saddle ♦ Container

REQUIRES

Holds up to **6 Dark Stone** while Traveling and in Town. Any Dark Stone inside is Hidden and does not cause you **Corruption Hits** but you do not have access to it during an Adventure.

Compass — $1,750

Gear

When rolling for any Overland Encounters, you may Re-roll for a different encounter, but must take the new encounter. *Limit once per day per Hero Posse.*

St. Christopher Pendant — $1,900

Gear ♦ Charm ♦ Holy

Once per encounter you may Re-roll any one skill test during any Overland Encounters.

Blacksmith Purchase Items - Transport - Animals

Basic Horse — $200

Transport ♦ *Animal* ♦ *Limit One Transport*

Upgrade Slots: ○

Move 6+D6 [10] **Health** 8 (DEF 5+)

- Can carry 1 Hero on the Overland map.

Fast Horse — $600

Transport ♦ *Animal* ♦ *Limit One Transport*

Upgrade Slots: ○

Move 8+D6 [12] **Health** 6 (DEF 5+)

- Can carry 1 Hero on the Overland map.
- Gain 10 **XP** whenever a Job or Mission is completed.
- +2 **Agility** during *Traveling Hazards* or any other Overland Encounters.
- Hero gets +2 **Initiative** while Mounted.

Spitfire Horse — $600

Transport ♦ *Animal* ♦ *Limit One Transport*

Performer And Showman Only

Upgrade Slots: ○○○

Move 6+D6 [10] **Health** 6 (DEF 5+)

- Can carry 1 Hero on the Overland map.
- Gain 10 **XP** whenever a Job or Mission is completed.
- Roll one extra die on all Skill tests during *Traveling Hazards* or any other Overland Encounters.

Cavalry Horse — $600

Transport ♦ *Animal* ♦ *Limit One Transport*

Upgrade Slots: ○

Move 6+D6 [10] **Health** 10 (DEF 4+)

- Can carry 1 Hero on the Overland map.
- Gain 10 **XP** whenever a Job or Mission is completed.
- +2 **Strength** during *Traveling Hazards* or any other Overland Encounters.
- Cavalry Horse may attack [once per turn; front/back adjacent space, no diagonals].
  -**Bite/Kick** (Free Attack)
  Combat 1, Melee 5+ (DMG D6)

Indian Horse — $600

Transport ♦ *Animal* ♦ *Limit One Transport*

Upgrade Slots: ○

Move 8+D6 [12] **Health** 6 (DEF 5+) **Sanity** 4 (WILL 5+)

- Can carry 1 Hero on the Overland map.
- Gain 10 **XP** whenever a Job or Mission is completed.
- +2 **Spirit** during *Traveling Hazards* or any other Overland Encounters.
- Indian Horse does not automatically get Spooked if it takes any Horror Hits, only becomes Spooked when Sanity = 0.

Transport - Carts

Covered Wagon — $2,300

Transport ♦ *Animal* ♦ *Cart* ♦ *Limit One Transport*

Upgrade Slots: ○

- Can carry up to 6 Heroes.
- When your Hero Posse completes a Job or Mission, each Hero in the Covered Wagon gains 10 **XP**.
- Each Hero may carry +3 **Weight icons** *or* **Side Bag Tokens** (any combination) while Traveling and in Town, but must declare which item they are leaving behind when entering a Mine if above their limit.
  Limit 1 Cart per Hero Posse.

Stage Coach — $3,200

Transport ♦ *Animal* ♦ *Cart* ♦ *Limit One Transport*

Upgrade Slots: ○

- Can carry up to 6 Heroes.
- When your Hero Posse completes a Job or Mission, each Hero in the Covered Wagon gains 15 **XP**.
- Once per Adventure, you may cancel a result on the *Traveling Hazard* or any other Overland Encounter Charts just rolled (before resolving its effects).
  Limit 1 Cart per Hero Posse.

Street Market Purchase Items - Transport - Animals

Mutant Horse — $600

Transport ♦ *Animal* ♦ *Mutant* ♦ *Limit One Transport*

Move 6+D6 [10] **Health** 6 (DEF 5+)

- Can carry 1 Hero on the Overland map.
- Gain 10 **XP** whenever a Job or Mission is completed.
- During Town Set Up, use 1 **Grit** to add or subtract 1 from the roll for Type of Town found or for its Town Traits.
- Horse Mutation (roll D8 once):

1)	**Melty Skin**	Anytime the Horse takes a Wound, it takes 1 **extra Wound.**
2)	**Tentacle Legs**	-3 **Move** each turn.
3)	**Second Head**	If a 1 is rolled for Movement, the Horse skips it's Movement and instead turns around to face the opposite direction.
4)	**Rock Skin**	+3 **Health** and -2 **Move**
5)	**Talkative**	Horse does not automatically get Spooked if it takes Horror Hits. It has **Sanity** 3 (Will 6+).
6)	**Horns**	(Free Attack once per turn) Combat 1, D6 Damage, May target adjacent space in front of the Horse.
7)	**Barbed Tail**	(Free Attack once per turn) Combat 1, D6 Damage, May target adjacent space behind the Horse.
8)	**Wings**	Horse may Move through other models and gets +1 to all Escape rolls.

Wild Horse — $750

Transport ♦ *Animal* ♦ *Limit One Transport*

Upgrade Slots

Scout Only

Move 6+D6 [10] **Health** 8 (DEF 4+)

- Can carry 1 Hero on the Overland map.
- Gain 10 **XP** whenever a Job or Mission is completed.
- Once per Town Stay, cancel and re-draw a Daily Event card.
- Once per Adventure on the Overland map, you may cancel and re-draw a Threat card.

Trederran Stallion — $800

Transport ♦ *Animal* ♦ *Trederra* ♦ *Limit One Transport*

Upgrade Slots

Move 6+D6 [10] **Health** 12 (DEF 4+)

- Can carry 1 Hero on the Overland map.
- Use 1 Grit to personally ignore the immediate effects of a *Traveling Hazard* or any other Overland Encounters while Traveling.
- Trederran Stallion may attack [once per turn; front/back adjacent space, no diagonals].
  -Bite/Kick (Free Attack)
  Combat 1, Melee 5+ (DMG D8)

Swamp Slug — $1,800

Transport ♦ *Beast* ♦ *Jargono* ♦ *Limit One Transport*

Traveler And Tribal Only

Move 2+D6 [6] **Health** 12 (DEF 5+)

- Can carry 1 Hero on the Overland map.
- Gain 15 **XP** whenever a Job or Mission is completed.
- When rolling *Traveling Hazards* or any other Overland Encounters, you may Re-roll one of the dice.
- Swamp Slug may attack [once per turn; one Melee or Ranged Attack].
  -Bite (Free Attack)
  Combat 1, Melee 4+ (DMG D6)
  -Spitting Acid (Free Attack)
  Shots 1, Ranged 5+ (Range 10, DMG 3)